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# **Assassins Creed Unity Abstergo Entertainment Manuale Per I Dipendenti**

This first volume of the French comic trilogy from Ubisoft, tells the story of Desmond Miles' abduction by Abstergo and their plans to rip the blood-steeped memories of Desmond's ancestors from his genetic code. Add to the mix the mysterious and violently terrified Subject 16 and a desperate flight from Abstergo, and this makes for a fast-paced and thrilling addition to the game's universe.

A stunning behind-the-scenes look at

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the making of Legendary Pictures' and Universal Pictures' Warcraft: Behind the Dark Portal, and based on Blizzard Entertainment's World of Warcraft, the highest grossing role-playing video game series of all time. The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: Orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds, one army faces destruction and the other faces extinction. From opposing sides, two heroes are set on a collision course that will decide the fate of their family, their people, and their home. So begins a spectacular saga of power and sacrifice in which

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war has many faces and everyone fights for something. World of Warcraft holds the Guinness World Record for most popular MMORPG (massively multiplayer online role-playing game) ever and has grossed more than 11.5 billion dollars since it was released. Warcraft: Behind the Dark Portal tells the full story of the incredible creative journey that brought Blizzard Entertainment's beloved epic adventure of world-colliding conflict to the big screen. Filled with stunning concept art, unit photography, and visual effects breakdowns, this book also features insightful interviews with the incredible cast and crew, as they share the secrets behind bringing war-

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torn Azeroth to life. Directed by Duncan Jones (Moon, Source Code) and written by Charles Leavitt and Jones, the film—starring Travis Fimmel, Paula Patton, Ben Foster, Dominic Cooper, Toby Kebbell, Ben Schnetzer, Rob Kazinsky, and Daniel Wu—is a Legendary Pictures, Blizzard Entertainment, and Atlas Entertainment production. The movie premieres June 10, 2016.

An illustrated journal about the latest historical figure to join the Assassin's Creed franchise shares insider views into the world of the game, accounts of the day-to-day lives of key characters, original images, and wanted posters.

An exclusive art book published to

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coincide with the much-anticipated release of Assassin's Creed III.

Initially launched in 2007, the first four Assassin's Creed games have sold more than 38 million units worldwide, and the franchise is now established as one of the best-selling series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching out into other entertainment experiences including comic books, Facebook games, novels, short films and more.

Assassin's Creed III sees the franchise step into a brand new era, with a new assassin in a revolutionary world. With intricately

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detailed environments and finely-honed and evocative historical reimaginings, this is a world into which you can immerse yourself and feel the echoes of the past come to life. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed III promises to be the biggest and best yet. Highlights in the game, and in the book, include new interactive cityscapes, frozen winter landscapes, threats from the natural world, weather systems that affect gameplay, and a wholly new environment for any Assassin so far - all stunningly and historically-correctly recreated by the Ubisoft studio.

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Brahman

Assassin's Creed Unity: manual del  
nuevo empleado

Brotherhood

An Assassin's Creed Novel

Assassin's Creed: Renaissance

Bursting with timelines,  
concept art, locations,  
history, character profiles,  
and technology, this is the  
ultimate guide to the millennia-  
long struggle between the  
Assassin Brotherhood and the  
Templar Order. The covert  
war between two secret  
organizations, the Templars  
order and the Brotherhood of  
the Assassins, has been  
raging for millennia. Packed

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with beautiful images and featuring the latest lore, "Assassin's Creed: The Essential Guide," explores the major characters, technology, key historical settings, and epic story of this conflict. Encompassing the entire franchise, Assassin's Creed: The Essential Guide is both an ideal introduction and the perfect guide to the Assassin's Creed universe, full with facts on: -The Assassin Brotherhood and the Templar order -The First Civilisation -Technology and Weapons -Historical Settings and Locations -The Present



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day storyline

One of the most hotly anticipated games from E3 2012, Watch Dogs received over 80 official nominations and awards including IGN 's Best New Franchise Award, Gamespot 's Editor 's Choice Award and Eurogamer 's Game of the Show Award.

The Art of Watch Dogs is an in-depth review of Ubisoft 's amazing new game with extensive concept and development art and detailed creator commentary. The first of its kind for a franchise that is certain to be a future classic, the book will explore

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the technology-controlled world of Watch Dogs, taking readers on a visual guide through Aiden Pearce ' s quest to turn Chicago ' s Central Operating System (CtOS) against its corrupt owners. Videogames! Aren ' t they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In How to Talk

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about Videogames, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date.

Delving into popular, familiar games like Flappy Bird, Mirror ' s Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don ' t watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football

or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers

and fields ” that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: “ God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study. ”

Who is Jot Soora? Devoted fiance of movie star Monima Das, gifted programmer at software giant MysoreTech, or deadly Assassin with a secret? When Jot stumbles into a layer of code deep in his company's new device, the discovery threatens his relationship, his job, and his life. It also reveals shocking

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links to an ancestral past that cause him to question everything he knows about himself. As he delves further into memories stored in his genetic makeup, he uncovers an age-old battle between The Templar Order and The Assassin Brotherhood, both of whom are racing to find a mysterious artifact buried in the past that has the power to alter the fate of all mankind!

Assassin's Creed

The Art of Assassin's Creed

III

The Art of Assassin's Creed

Valhalla

Assassin's Creed: Revelations

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## The Complete Visual History

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights. Assassin's Creed is one of the biggest entertainment properties in the world. A sweeping and visually rich narrative covering the Crusades in medieval Jerusalem, the pirate-infested oceans of the Caribbean, the height of the French Revolution, and more, Assassin's Creed immerses fans in the most dramatic periods in human history and brings to life some of its most intriguing and

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influential characters. This comprehensive book explores the history and legacy of Assassin's Creed, its rich mythology, and the vivid artwork of the entire franchise, including works created for the graphic novels and downloadable content. With never-before-seen concept and character art, Assassin's Creed: The Complete Visual History reveals the creative process behind the immersive historical settings as well as the development of such iconic characters as Altair, Ezio, Connor, and Arno, to name a few, chronicling how the franchise has evolved over the years while retaining its bold, signature look. Written by gaming journalist Matthew Miller and featuring commentary from key Ubisoft developers and artists, this comprehensive visual history offers unparalleled insight into one of the industry's most acclaimed franchises. The ultimate word on the



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blockbuster gaming phenomenon, Assassin's Creed: The Complete Visual History is a must read for fans of the franchise and those interested in discovering the astounding artistry behind the creation of a major contemporary video game series.

'I was spellbound by the hooded man at work. Mesmerized by this agent of death, who had ignored the carnage around him by biding his time and waiting to strike.' It is the Golden Age of Piracy and the New World beckons. Edward Kenway - the brash young son of a wool merchant who dreams of gold - cannot resist the lure of a life of glory on the high seas. When his family homestead is attacked there seems like no better time to escape, and Kenway soon establishes himself as one of the deadliest privateers of his day. But greed, ambition and betrayal follow closely in his wake. And when evidence

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of a crippling conspiracy begins to surface, threatening to destroy everything that he holds dear, Kenway can't resist the urge for retribution. And so he is drawn into the centuries-old battle between the Assassins and the Templars. The Ming dynasty becomes a battleground for the Brotherhood of Assassins and the Order of the Templars in this blockbuster action novel from a previously unexplored part of the beloved Assassin's Creed universe. China, 16th century. The Assassins are gone. Zhang Yong, the relentless leader of the Eight Tigers, took advantage of the emperor's death to eliminate all his opponents, and now the Templars hold all the power. Shao Jun, the last representative of her clan, barely escapes death and has no choice but to flee her homeland. Vowing to avenge her former brothers in arms, she travels to Europe to train with the

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legendary Ezio Auditore. When she returns to the Middle Kingdom, her saber and her determination alone will not be enough to eliminate Zhang Yong: she will have to surround herself with allies and walk in the shadows to defeat the Eight Tigers.

Assassin's Creed Odyssey

Warcraft

Official Design Works

The Art of Assassin's Creed Origins

World of Warcraft: Thrall: Twilight of the Aspects

*A Celtic warrior defending her people from Viking raiders infiltrates an ancient sect to save her homeland, in this gripping original saga set in the world of Assassin's Creed® Valhalla Mercia, 878. Witch-warrior Niamh discovers a new order called the Hidden Ones is*

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*seeking to establish a foothold in Lunden. Her land is already scarred by Viking raiders, bloody wars, and clashing cultures. Determined to protect what remains of her homeland, she infiltrates this new group to discover whether they stand with her... or against her. Yet when Niamh learns the Hidden Ones have stolen an artifact sacred to her people, her own loyalties are challenged. Casting aside newfound alliances and friendships, Niamh soon discovers that betrayal comes with a heavy price and it will take everything in her power – her gods willing – to survive. In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly*

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*harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision: abandon the territory, pride and traditions of his people, or lead them into the unknown. An original tale of survival, conflict and magic that leads directly into the events of Warcraft, an epic adventure from Legendary Pictures and Universal Pictures, based on Blizzard Entertainment's global phenomenon.*

*Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of Assassin's Creed Valhalla Mid-9th*

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*Century CE. The Viking attacks and invasions are shattering England's kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Helhide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum's legendary army, he will have to use all his cunning to face the many dangers of a land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves. The realm of Azeroth struggles to*

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*rally against a brutal dragon attack  
and the schemes of an evil Horde  
war chief.*

*Last Descendants*

*How to Talk about Videogames*

*Assassin's Creed: Unity*

*Warcraft: Durotan: The Official  
Movie Prequel*

*Assassin's Creed: The Official  
Coloring Book*

*-The only way to bring down the  
Sith's most dangerous warrior  
may be to join forces with the  
dark side---Page 4 of cover.*

*A Templar and an Assassin are  
caught up in a quest for  
vengeance during the French  
Revolution in this novel based  
on the Assassin's Creed™ video*

*game series. "I have been beaten, deceived and betrayed. They murdered my father—and I will have my revenge at whatever cost!" 1789: The magnificent city of Paris sees the dawn of the French Revolution. The cobblestone streets run red with blood as the people rise against the oppressive aristocracy. But revolutionary justice comes at a high price... At a time when the divide between the rich and the poor is at its most extreme, and a nation is tearing itself apart, a young man and woman fight to avenge all they have lost. Soon Arno and Élise are drawn into*



*the centuries-old battle between the Assassins and the Templars—a world with dangers more deadly than they could ever have imagined. An Original Novel Based on the Multiplatinum Video Game from Ubisoft*

- *Setting information, faction descriptions, and history breakdowns.*
- *Detailed memory block walkthroughs describing traffic, security, controlling factions, view points and side-quests.*
- *Tips for completing all 44 of the XBox 360 Achievements.*
- *Locations of all flags, targets, and templar locations for all areas of the*

*game. • Advice on the utilization of certain maneuvers to aid in moving through the crowd and swooping in for the kill.*

*An all-new series based on the hit video game franchise Assassin's Creed! Nothing in Owen's life has been right since his father died in prison, accused of a crime Owen is certain he didn't commit.*

*Monroe, the IT guy at school, might finally bring Owen the means to clear his father's name by letting him use an Animus-a device that lets users explore genetic memories buried within their own DNA.*

*During a simulation, Owen comes uncovers the existence of a powerful relic long considered a legend-the Trident of Eden. Now two secret organizations will stop at nothing to take possession of this artifact-the Brotherhood of Assassins and the Templar Order. It becomes clear the only way to save himself is to find the Trident first. Under the guidance of Monroe, Owen and a group of other teenagers go into a memory they all share within their DNA: the 1863 Draft Riots in New York City. Owen and his companions will find themselves tested on the*

*violent streets of New York, and their experiences in the past will have far-reaching consequences in the present.*

*Assassin's Creed Valhalla:*

*Geirmund's Saga*

*Assassin's Creed Valhalla:*

*Sword of the White Horse*

*Black Flag*

*Blackbeard: The Lost Journal*

*The Art of Watch Dogs*

***Older, wiser, and more deadly than ever, Master Assassin Ezio Auditore embarks on an epic journey to find the lost library of Altaïr in this novel based on the Assassin's Creed™ video game series.***

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*The library holds not only hidden knowledge but also the most unsettling secret the world has ever known; a secret the Templars hope to use to control humankind's destiny. Five keys are needed to access the library—to find them, Ezio must travel to the troubled city of Constantinople, where a growing army of Templars threaten to destabilise the Ottoman Empire. Walking in the footsteps of his predecessor, Altaïr, Ezio must defeat the Templars for the final time. For the stakes have*

*never been higher, and what started as a pilgrimage has become a race against time... An Original Novel Based on the Multiplatinum Video Game from Ubisoft Having taken players all the way to the gateway to the modern world in Syndicate, Assassin's Creed once again takes fans on an adventure through history. The Art of Assassin's Creed 7 collates hundreds of concept arts, including sketches, final paintings, and 3D Renders, alongside in-depth commentary from*

*the artists and developers, representing the ultimate insight into the design processes behind the game.*

*Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not*

***necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4)***



*madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue. Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance during the Renaissance in this novel based on the Assassin's Creed™ video game series. "I will seek*

*vengeance upon those who betrayed my family. I am Ezio Auditore Da Firenze. I am an Assassin..." To eradicate corruption and restore his family's honor, Ezio will learn the art of the Assassins. Along the way, he will call upon the wisdom of such great minds as Leonardo da Vinci and Niccolò Machiavello—knowing that survival is bound to the skills by which he must live. To his allies, he will become a force for change—fighting for freedom and justice. To*

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*his enemies, he will  
become a threat dedicated  
to the destruction of the  
tyrants abusing the people  
of Italy. So begins an  
epic story of power,  
revenge and conspiracy...*

*An Original Novel Based on  
the Multiplatinum Video  
Game from Ubisoft*

*Assassin's Creed: The  
Essential Guide*

*Assassin's Creed IV Black  
Flag*

*Critical Depictions of  
Religions in Video Games*

*Assassin's Creed: The  
Official Movie*

*Novelization*

*Assassin's Creed: Forsaken*

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*Graphic Novel about a man, Lester Garbonza, who dons a superhero suits defends the city of Massatucky as Dodge Danger. His wife thinks he's crazy, the local police want his vigilante antics stopped, and he finds himself in the newspapers for all the wrong reasons. In this episode he discovers that the evil organization G.L.O.V.E., Arvid Mann (owner of Mann's Sausage Emporium, are Anita Spenkin are behind a plan to brainwash the populace, using chips in the special sauce to give up all their*

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*cash and do their will. Dodge, along with Sergio O'Brien, agent of H.A.N.D., Vicky Lane, and Sergeant Badger get caught up in the action and try to stop them from succeeding.*

*An officially licensed guide to the exciting historical destinations and ancient battlegrounds of Ubisoft's Assassin's Creed series Meticulously re-created historical sites are a staple of the bestselling Assassin's Creed series--and, in fact, are one of the main draws of Ubisoft's all-*

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*time bestselling property. Each new game transports gamers to a different era and locale, beginning with Jerusalem in the time of the Crusades and going on to explore Renaissance-era Italy, colonial America, Paris during the French Revolution, 19th-century London, and ancient Greece and Egypt. Assassin's Creed has provided a means to walk through the past and experience world history in a firsthand, immersive way. In Assassin's Creed: Atlas, previously unpublished maps, diagrams, and*

*drawings illuminate all of the lands of antiquity featured across the series that have defined both real-world history and the games themselves.*

*Throughout, gaming journalist Guillaume Delalande expands on Assassin's Creed's fascinating lore and reflects on the critical moments that gamers experienced in these locations.*

*1526 AD—China is ruled by the Great Ming Empire.*

*Though the empire flourishes, the winds of the new emperor's*

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*political purge are sweeping over the land, and turmoil is brewing. With the decimation of her comrades, Shao Jun has become China's last Assassin. After escaping to Europe, she has now returned alone to her homeland. Her purpose: vengeance! -- VIZ Media In "Last Descendants," Owen and a group of other teens located the first piece of an ancient and powerful relic long considered a legend—the Trident of Eden. This piece was sought by the Brotherhood of Assassins*



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*and the Templar Order, but before either organization could take the piece, it was stolen by an unknown, third party. The tenuous relationship between Owen and the teens fractured, with some taking sides with the Templars, and others with the Assassins. "Last Descendants" book 2 picks up weeks after the events of book 1. There are still two pieces of the Trident of Eden to find, and both groups are determined to not repeat their mistakes. The next piece is said to have been buried with Mongol Warlord*

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*Genghis Khan, whose tomb has never been found. Now the teens on either side of the conflict will have to go deep into simulations in war-torn Mongolian China in a race against time to discover the next piece, and ensure their safety, before the others.*

*Assassin's Creed: Desmond Dodge Danger*

*Assassin's Creed: Heresy Dark Disciple*

*Abstergo Entertainment - New Employee Handbook*

Learn how the Assassin known as Connor came to be a deadly killer in this novel based on the

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Assassin's Creed™ video game series that follows his father—Templar Grand Master, Haytham Kenway. “I am an expert swordsman. And I am skilled in the business of death. I take no pleasure in my skill. Simply, I am good at it.” 1735, London. Haytham Kenway has been taught to use a sword from the age he was able to hold one. When his family's house is attacked—his father murdered and his sister taken by armed men—Haytham defends his home the only way he can: he kills. With his family destroyed, he is taken in by a mysterious tutor who trains him to become a

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deadly killer. Consumed by his thirst for revenge, Haytham begins a quest for retribution, trusting no one and questioning everything he has ever known. Conspiracy and betrayal surround him as he is drawn into the centuries-old battle between the Assassins and the Templars. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Assassin's Creed Unity Abstergo Entertainment - New Employee Handbook

A wholly immersive in-world take on the blockbuster Call of Duty® series. Acclaimed for its immersive gameplay and thrilling

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storylines, Call of Duty® has captivated millions of players worldwide since the release of its first game in 2003. Call of Duty® WWII: Field Manual is an engrossing collector's item for fans of the series. Presented as an official combat-issued handbook that has been misplaced by its owner, the book pairs stunning original illustrations with an engaging narrative that showcases the statistics and history of the essential units, vehicles, weapons, and battlegrounds. The characters and places from the Assassin's Creed video games come to life in this unique

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non-fiction guide to the historical time periods of the games. It's a perfect-and age appropriate--book for middle grade and YA fans of the Assassin's Creed franchise, exploring how the game's characters figure into their various time periods and then diving into the real history of each. It features the true stories behind the battles, assassinations, and historical figures such as George Washington, Leonardo da Vinci and the infamous pirate Blackbeard. Illustrated with images from the games as well as historical illustrations and photographs, time periods

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include the Crusades, Italian Renaissance, Colonial Americas, French Revolution, and Victorian England. Both unbelievably cool and educational, Assassin's Creed Through the ages is a stunning visual guide that shows how the hugely popular game series brings history to life.

The Ming Storm

Last Descendants: Assassin's  
Creed: Tomb of the Khan

Assassin's Creed: Blade of  
Shao Jun, Vol. 1

A Walk Through History  
(1189-1868) : a Visual Guide

Based on Ubisoft ' s highly  
popular Assassin ' s Creed

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franchise, this deluxe coloring book features line art and design of the iconic locations and scenes from the games as well as all the central protagonists from the series. Packed with intricate illustrations from the Assassin ' s Creed games, this ornate coloring book gives fans the opportunity to color their way through over eighty pages of Assassins and Templars. Featuring iconic scenes of Ezio soaring over Venice in Leonardo da Vinci's flying machine, Connor in the battles of the Revolutionary War, and Altaïr performing a Leap of Faith off a



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castle wall, this coloring book offers patterns, images, and iconography from throughout history to fill with color.

Following the narrative of the popular video game series, a companion book, which resembles a collection of Abstergo case files, provides a glimpse into the inner-workings of the fictional corporation through data, schematics and artifacts.

While Rome lies in ruins and in the shadow of the Borgia family, Ezio, the master assassin, seeks to avenge his uncle's death. Dragon's Dogma is one of the newest franchises from fan-

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favorite game publisher  
Capcom, set in a rich world full  
of dangerous monsters and  
classic action-RPG style  
adventure. Dragon's Dogma:  
Official Design Works collects  
the development artwork  
behind this expansive new  
setting, including character,  
creature, and weapon designs,  
plus rough sketches, key visuals,  
and plenty of creator  
commentary.

Assassina's Creed - Into the  
Animus

Dragon's Dogma

Prima Official Game Guide

The Assassin's Creed Valhalla

Novel

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Behind the Dark Portal